nickelodeon

Dora's BIG BIRTHDAY ADVENTURE™

EVERYONE

E

CONTENT RATED BY ESRB

kid tested™

2k play

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED

PlayStation®2 system

Starting a game: Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the DORA THE EXPLORER: DORA'S BIG BIRTHDAY ADVENTURE disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2): To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Game Controls

Button Diagram & Description (Game Menus)

Left Anaolog Stick: Scroll through menu options.

Directional Buttons: Scroll through menu options.

⊗ **Button:** Accept highlighted menu option.

◉ **Button:** Return to previous screen.

△ **Button:** Option Menu (only on Level Select Menu).

SELECT and START **Buttons:** Delete Save File (only on Profile Select Menu).

▣ **Button:** Journal Menu (only on Level Select Menu).

Button Diagram & Description (During Game)

⊗ ▣ △ ◉ **Buttons:** Jump and interact with objects / Mini-Game special action (if any).

Left Analog Stick: Move/scroll through Backpack and Map menus and interact with mini-games.

Right Analog Stick: Use for certain interactions requiring both analog sticks.

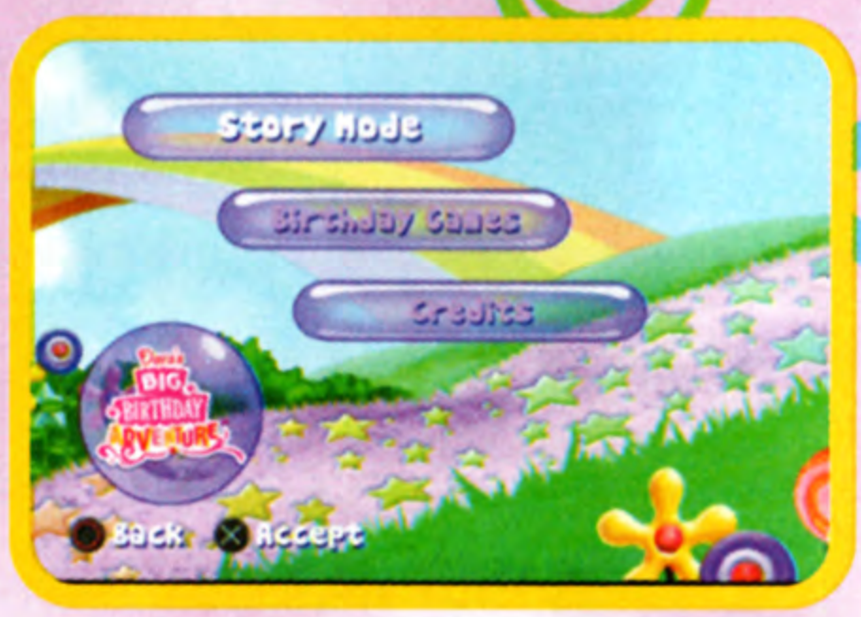
Directional Buttons: Scroll through Backpack and Map menus.

SELECT **Button:** Skip the current cut scene.

START **Button:** Pause the game and open the In-Game Menu.

Note: During the platforming gameplay, you will need to press the ⊗ **Button** to jump and interact with objects on your Big Birthday Adventure. You can also do this by pressing the ▣ **Button**, the △ **Button** or the ◉ **Button**.

Main Menu



After pressing the ⊗ **Button** on the opening Title Screen, you will be taken to the Main Menu. Here you will see the following three options:

Story Mode

Takes you into the story of Dora's Big Birthday Adventure. This selection takes you to a menu screen where you can choose to start a new game or continue an existing saved game.

Birthday Games

Allows one or two players to enjoy various Mini-Games found throughout the Big Birthday Adventure.

Credits

Takes you to a special, interactive level that also lists all of the people who made this game.

Pause Menu

You can bring up the Pause Menu at any point in the Big Birthday Adventure by pressing the START **Button.** This will stop the adventure until you choose to resume it. When you are on the Pause menu, you can select the following options:

Resume

Return to the Big Birthday Adventure.

Options

Access the Options Menu.

Quit

Stop the current adventure, losing all progress, and return to the Main Menu.

Options Menu

The Options Menu can be accessed from the Pause Menu or the Level Select Menu. When you are on the Options Menu, you can adjust the following settings for your game:

Auto-Save

Choose whether or not the game will automatically save your progress.

Birthday Helper

Turn on/off this assistance feature (see explanation below).

Vibration

Turn on/off your DUALSHOCK®2 analog controller's vibration feature.

Sound Options

Adjust the volume levels for the Voice, Effects and Music.

Birthday Helper Option

Even great explorers need a helping hand. That's why the Birthday Helper Option allows a grown-up or older sibling to use a second DUALSHOCK®2 analog controller from time-to-time to assist the little explorer playing the game. At any time during certain Mini-Games, a second player can help out by performing the same action on his or her DUALSHOCK®2 analog controller, thus doubling the chances of performing the correct input.

Whenever you see this icon appear in the lower right-hand corner of the screen, a second player can help out by using a second DUALSHOCK®2 analog controller. When the second player moves his or her DUALSHOCK®2 analog controller, this icon will begin to glow.

The Birthday Helper Option can be turned on and off in the Options Menu. You will also be given the option to turn this feature on or off when you start your Big Birthday Adventure.

The Big Birthday Adventure

Everyone is coming for Dora's big birthday fiesta... but where is the birthday girl? The Twisty Wind Cloud has blown Dora and Boots to Wizzle World, and they need your help to find the Wishing Wizzle and get home. Along the way, you can get help from the Snow Princess, ride on a magic unicorn, play party games, bounce on a bubble over Sea Snake Lake, and move to the beat in the Dancing Forest. Just be sure to avoid the mean witch, La Bruja, who will try to block your way. ¡Vamonos! Let's go!

Story Mode

This is the Big Birthday Adventure, in which you will help Dora and Boots take the Wishing Crystal to the Wishing Wizzle. As you travel along the Adventure Trail, you'll need to overcome obstacles by playing Backpack Games, Map Games, Puzzle Challenges, Racing Mini-Games and Motion Mini-Games. You will also gather magical objects to help you on your way.

Join Dora and Boots as they explore these amazing Wizzle World locations:

Wizzle Forest

Help Dora and Boots find the Wizzles who explain Dora's main task – she and Boots must take the Wishing Crystal to the Wishing Wizzle.

Sea Snake Lake

At Sea Snake Lake, Dora and Boots need your help to get past a HUGE Sea Snake blocking their way.

The Dancing Forest

When La Bruja uses her magic to cause the trees to stop dancing and block Dora's progress, Dora and Boots need you to help them get the trees dancing again.

The Rainbow

To reach Wizzle Mountain, Dora and Boots need to go over the Rainbow. To do this, they need you to help them find and ride a Unicorn!

Wizzle Mountain

Eventually, Dora and Boots find the Wishing Wizzle and ask him to use the Wishing Crystal to help them get home in time for Dora's Birthday party. But La Bruja uses her magic to try and stop them again. Can you help Dora finally get home?

Selecting a New Game/Saved Game

To start playing in the Story Mode of Dora's Big Birthday Adventure, you'll need to use a Save Game slot.

There are three Save Game slots available on this screen. Move the left analog stick to the left or right or use the directional buttons to choose either an empty slot or a previously saved game, as described below. Then press the ⊗ **Button** to begin.

New Game

The slots that say "New Game" are empty. If you select an empty slot, you will start a new Big Birthday Adventure from the beginning. Your progress will be saved to this slot, as well as adjustments you make to the Options settings.

Saved Games

A previously saved game can be loaded, allowing you to pick up where you left off. Just select the slot that has been filled with the data for that game. The previously saved game slots will display the name of the adventure you were on during the last save.

Delete Save Data

Pressing SELECT **Button** and the START **Button** at the same time allows you to erase the current saved game, so you can begin a new one. Once the data is erased, it cannot be retrieved.

Note: During an adventure, your game will automatically save at the end of each section, unless you choose to turn the Auto-Save option off in the Options Menu.

Level Selection Menu

After loading a saved game, you will see the Adventure Map, which serves as your level select menu. Each screen shows one full level, and each icon represents one of the sections of the level. Just press the left analog stick to the left or right or use the directional buttons to cycle through the icons, and press the ⊗ **Button** to select the one you want, and press the ⊗ **Button** to start. By default the next section you need to play will be highlighted when you load up your saved game.

Stickers and Badges will be dark if you have not collected enough Collectibles to earn them. You can replay the sections for another chance to earn them all.

Options

Pressing △ **Button** will access the Options Menu. Any changes made to the Options Menu will be saved in this profile only, except for Sound Options, and will not affect the other saved game profiles. Changes made to the Sound Options will affect all profiles. This way, parents can set the desired sound settings for all profiles at once.

Journal

During gameplay, you can earn Stickers and Badges for gathering enough Collectibles. Pressing the ▣ **Button** will access the Adventure Journal, where you can see all the Stickers and Badges you've earned.

Collectibles

Memory Gems

Collect enough Memory Gems and you can earn Friendship Stickers! These gems, representing each area of the levels you visit, are scattered and hidden throughout the game. Some of these may be found along the adventure trail; others are hidden in bushes, up in trees, or other objects. Collect enough Memory Gems during a level and you'll earn half a sticker for your Adventure Journal! As you collect these Memory Gems, the meter in the upper left-hand corner of the screen will begin to fill. By filling up this meter, you will earn the appropriate stickers. You do not need to collect every gem in the level – just enough to fill the meter.

Wizzle Tokens

These are the collectibles you can earn in each Mini-Game you play. If you help Dora collect them all in a Story Mode, you'll earn a unique sticker for your Adventure Journal! As you collect these Wizzle Tokens, the meter in the upper left-hand corner of the screen will begin to fill. You will need to fill the meter completely to earn your Mini-Game Sticker.

Collect Items

On her adventure, Dora will encounter some obstacles that keep her from advancing. She will need to find items to help her make it past the obstacle and continue her adventure.

Follower Friends

Dora and Boots will find friends they need to help on their adventure. These special friends will follow Dora on her adventure until she returns them home or they have helped her reach the end of the level.

Interactive Objects

Throughout the adventure, Dora and Boots will need to interact with things in the environment. They can simply jump or drop onto some, while others require the player to press a button or perform a simple action to interact.

Basic Objects

Dora and Boots can interact with these simply by jumping onto them. These include things like the Bouncy Balls and Flower Springs.

Action Objects

Some objects require the player to perform special actions to interact with them. These include objects like the Ladder Plants and the Wizzle Boats.

Searchable Objects

These objects glow to let you know that you can search them. By pressing the ⊗ **Button** while the object is glowing, Dora and Boots will search to find what might be hiding in there. In some cases, Boots will simply search for the object hidden. In other cases, you will need to make a motion to help Dora search.

Boots Areas

Some sections of the path are blocked off by special trees that only Boots can climb. Pressing the ⊗ **Button** while next to these trees will allow Boots to enter a tree hole so he can explore the treetops for Dora. You can help him move using the same controls as Dora. There are special interactive objects in these areas for Boots to use as he explores and collects Memory Gems or other objects. After getting through the trees, he will return to Dora, who is waiting for him on the other side.

The Adventure Trail

Help Dora and Boots travel along the adventure trail! As you move along the trail, you'll be able to explore elements in the environment as well as reach the various Puzzle Challenges, Backpack Games, Map Games, Racing Mini-Games and Motion Mini-Games. You'll also need to help Dora collect objects and find items and Follower Friends along the trail. At times, as you play, special meters and icons will appear on the screen. These include:

Memory Gem Meter

This is a vertical meter on the upper left-hand side of the screen that fills up as you collect Memory Gems along the trail by recovering them from searchable objects. For additional information, see the Memory Gems section of this manual.

Item/Follower Meter

This is a vertical meter on the upper right-hand side of the screen that fills up as you collect either items to overcome an obstacle or followers to return home. Once the meter is full, you have collected enough items or found all the followers. You do not really need to collect all of the items or followers to complete the adventure, but awesome explorers want to try to fill that meter!

Motion Icon

This icon will show you an example of the direction you need to move the left analog stick, right analog stick or which button you should press.

Snow Princess Crystal

Snow Princess will appear in Dora's Crystal to deliver instructions or give advice about the path ahead.

Puzzle Challenges

At various points in the game, Dora's path will be blocked by an obstacle that she cannot get around. Instead, there will be a simple puzzle that she has to successfully complete in order to overcome the obstacle.

There are three objects in the area, one of which has the object that she needs to solve the puzzle. Snow Princess will provide you with clues to help you identify the correct object. When Dora is in front of any one of these, it will glow, and the player can press the the ⊗ **Button** to have her "choose" it as the solution for the puzzle.

Backpak Games

Backpack has everything Dora needs to help on her adventure. Listen to the explanation of what Dora needs to accomplish and choose the object that would be of the most help to her. Move the left analog stick to the left or right or use the directional buttons to cycle through the three options, and press the ⊗ **Button** to make your selection.

Map Games

At the beginning of each Big Birthday Adventure level, Dora needs to check Map to see where they need to go to next. Move the left analog stick to the left or right or use the directional buttons to cycle through the levels, and press the ⊗ **Button** to make your selection.

Racing Mini-Games

At various points in the levels, there are Racing Mini-Games, where you will help Dora control some type of transport. These games have a different viewpoint than the regular adventure trail. Steer Dora or the friend she is riding, avoid obstacles, and collect Wizzle Tokens by moving the left analog stick left or right. Press or tap the ⊗ **Button** to perform a special action. Collect all of the Wizzle Tokens and you'll earn a sticker for that race. During the race, special meters and icons will appear on the screen. These include:

Wizzle Token Meter

This is a vertical meter on the upper left-hand side of the screen that fills up as you collect Wizzle Tokens during the race. For additional information, see the Wizzle Tokens section of this manual.

Travel Meter

This is a meter on the upper right-hand side of the screen that is used during Racing Mini-Games. This vertical meter has an icon that moves from one end to the other, indicating how close you are to reaching the end of the race.

Special Action

Depending on which game you're playing, the ⊗ **Button** does different things:

Bubble Boat

Put on a burst of speed to zip past obstacles by tapping the ⊗ **Button**.

Wizzle Bubble

Dive downward under obstacles by tapping the ⊗ **Button**.

Bubble Car

Honk the car's horn and scare obstacles by tapping the ⊗ **Button**.

Unicorn

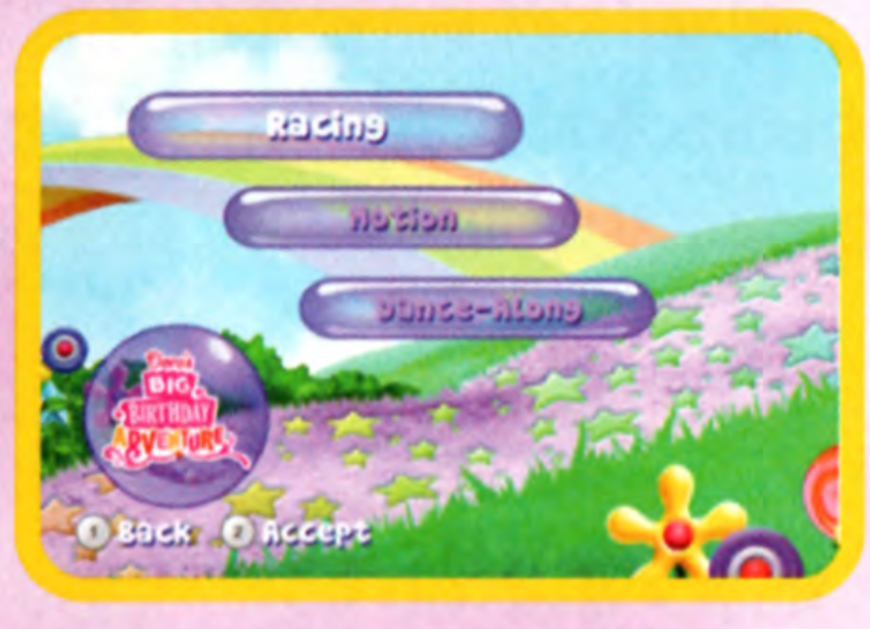
Jump the Unicorn over obstacles by tapping the ⊗ **Button.**

Wizzle Bubble (Vertical)

Dodge left or right to avoid obstacles quickly by tapping the ⊗ **Button** while steering in that direction.

Motion Mini-Games

Throughout the Big Birthday Adventure, you will help Dora perform a task or overcome an obstacle by performing various motions. These games have a different viewpoint than the regular adventure trail. Help Dora dance with her friends, call to special characters, or tape over holes in Wizzle Bubbles by performing the indicated motions with the left analog stick. You might also need to tap the ⊗ **Button** to perform a special action. Do these actions correctly and you will collect Wizzle Tokens; collect all of them and you'll earn a sticker for that Mini-Game.



Birthday Games (on the Main Menu)

In Birthday Games Mode, one or two explorers can play a competitive version of most of the Mini-Games encountered in the Big Birthday Adventure Story Mode.

Selecting the Number of Explorers

On this setup screen, the explorers participating should press the ⊗ **Button** on their DUALSHOCK®2 analog controller. The characters for each player will pop up. Player 1 is Dora and Player 2 is Boots.

Selecting the Mini-Game

Explorer 1 can move the left analog stick on their DUALSHOCK®2 analog controller to the left or right or use the directional buttons to cycle through the available Mini-Games. Once both players agree on the Mini-Game they want to play, the first player should press the ⊗ **Button** on the DUALSHOCK®2 analog controller to begin.

Winning Medals

When the Mini-Game is over, the tokens that both explorers have collected are counted to earn a medal. The more tokens collected, the better the medal. You can earn a bronze, silver, or gold medal.

Register with Us!

Have your parents go to www.2kplayreg.com to register your game with us!

Benefits include exclusive info on our latest games, tips and hints and more!

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1. Go to the Options Menu.
2. You must press these (and only these) buttons:

   △, □, △, □, △, △, □, □, △
3. If you were successful, you will see a new selection for Special Dress appear in the Options Menu.

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PlayStation 2

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